

COMPUTER PROGRAM DISKETTE
Use with ATARI® 400®/800™ COMPUTER SYSTEMS
Full Color Graphics • High Resolution

cosmi

The CRYPTS of PLUMBONS



Contains one program diskette AD16-016 with instruction manual. Use with ATARI® 400™ or ATARI® 800™ Personal Computer System. Accessories required: 1. Joysticks 2. ATARI® 810™ Disk Drive 3. Memory RAM 16K.

THE CRYPTS OF PLUMBOUS

MFG. in U.S.A.



ARCADE QUALITY • FAST ACTION

Defend earth from raiding aliens, whose mother ship is extracting the CRYPTS OF PLUMBOUS and leaving behind their contents . . . 150 years accumulation of deadly atomic waste!

FULL COLOR GRAPHICS & SOUNDS • 5 SKILL LEVELS

This package contains:

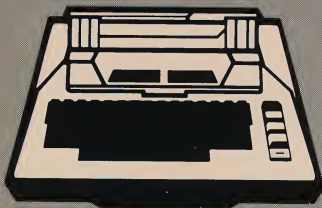
One (1) program diskette

One (1) instruction manual

For use with:



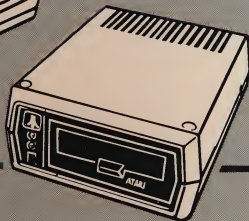
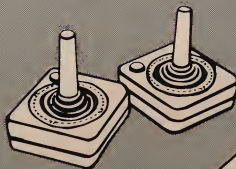
ATARI® 400™ SYSTEM



ATARI® 800™ SYSTEM

Accessories Required:

- 1) Joysticks
- 2) ATARI® 810™ Disk Drive
- 3) Memory RAM requirements 16K



Atari® Atari® 400/800™ Atari® 810™ are registered trademarks of Warner Communications Company

© 1982 COSMI CORP.

7031 CREST RD. PALOS VERDES, CA. 90274

COMPUTER
PROGRAM
DISKETTE

The CRYPITS of PLANNERS

for use with ATARI® 400/800™ Personal Computer Systems



cosmi

COMPUTER
PROGRAM
DISKETTE

THE GRYPHS OF PEARLBOARDS

for use with ATARI® 400/800™ Personal Computer Systems





The CRYPTS of PLUMBIOUS

by
James A. Jengo

**A challenging 5 level defender game designed in 16K
RAM for the Atari® 400/800™ Personal Computer System.**

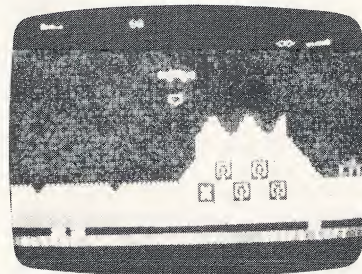
GAMES WORTH PLAYING

Atari® 400™, Atari® 800™, Atari® 410™ and Atari®
810™ are registered trademarks of Atari®, Inc.

CONTENTS

OVERVIEW	3
SYSTEM REQUIREMENTS	4
LOADING THE PROGRAM	4
USING THE JOYSTICK CONTROLLERS	5
PLAYING CRYPTS OF PLUMBOUS FOR THE FIRST TIME ..	5
SCORING	7
END OF GAME	8
THE OPTION KEY	8
THE START KEY	8
THE SELECT KEY	8
THE PAUSE FEATURE	9
IF YOU CANNOT LOAD THE PROGRAM	9
WARRANTY	10
PROGRAMMER BIOGRAPHY	10

INSTRUCTIONS



The CRYPTS of PLUMBOUS

(One Player – Five Levels)

by James A. Jengo

OVERVIEW

The year is 2112. The earth has stopped using radioactive elements to create energy through nuclear fission. All energy used on earth is now created by hydrogen fusion harmlessly created from sea water, the same principle that powers our sun and the stars. However, 150 years of atomic waste produced during the preceding years lies buried beneath the surface of the earth in vaults of lead, (Plumbous). These crypts of Plumbous protect the earth's inhabitants from the deadly radiation contained inside. Nonetheless, a new menace appears. Another galaxy has developed an alternate energy source based upon high speed electrolysis, similar to our storage batteries on earth, requiring massive amounts of red lead. They are searching the universe for deposits of pure lead to power their spaceships and are attempting to extract the crypts of plumbous from the earth with their powerful tractor beams. But the aliens have no need for the dangerous atomic waste which they leave behind, unprotected. You must destroy the alien scout ships and fighters as well as the giant mother ship before enough exposed atomic waste creates a critical mass and annihilates earth.

SYSTEM REQUIREMENTS

- 1.) THE CRYPTS OF PLUMBOUS cassette or diskette.
- 2.) Atari® 400™ or Atari® 800™ computer (16K minimum).
- 3.) Atari® 410™ cassette recorder or Atari® 810™ disk drive.
- 4.) One joystick controller.

LOADING THE PROGRAM

THE CRYPTS OF PLUMBOUS is a machine language game program which requires at least 16K RAM. It is loaded by the following steps in exact order: (Your Atari® 400™ or Atari® 800™ computers both have this minimum amount of RAM memory).

CASSETTE VERSION

- 1.) Turn off the Atari® 400/800™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the RAM modules.
- 2.) Connect the cassette recorder to the PERIPHERAL jack on the right hand side of the computer. (Make certain the recorder is as far removed from the TV set or monitor as possible.)
- 3.) Make sure that the cassette is completely rewound to the beginning of Side 1. (The tape pack should appear on the left side when looking down into the cassette window.) Place the cassette in the recorder and press the PLAY button. Note: If you experience any difficulty loading the program after completing step number 7, try again. A back up copy of the program is available on the other side if you flip over the cassette and rewind it to the beginning.
- 4.) Push the yellow START key on the right of the Atari® and KEEP IT DOWN.
- 5.) Turn on the computer. It will beep once to let you know it is ready to load the tape. When it beeps, release the START key.
- 6.) Press the RETURN key on the keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program. If you like, you can turn up the TV volume to hear the loading process and verify that all is proceeding correctly.
- 7.) When the entire program is loaded, the cassette player will stop automatically and you will be ready to begin the game. You should rewind the cassette and put it back in the box.

DISKETTE VERSION

- 1.) Turn off the Atari® 400/800™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the RAM modules.
- 2.) Connect the disk drive to the PERIPHERAL jack on the right hand side of the computer. (Make certain the disk drive is as far removed from the TV set or monitor as possible.)
- 3.) Turn on the disk drive and insert the diskette. Close the disk drive door.
- 4.) Turn on the computer. The program will automatically load and run.
- 5.) When the entire program is loaded the disk drive will stop automatically and you will be ready to begin the game.

NOTE: It is essential with both versions of the CRYPTS OF PLUMBOUS that you start with the computer turned "off" and with no program cartridges in the computer.

USING THE JOYSTICK CONTROLLERS

Plug a joystick into controller jack 1 on the front of the computer. Hold the joystick with the red "fire" button in the upper left corner, towards the TV set. Your controller is capable of:

FIRING "AIR TO AIR" LASER MISSILES by pressing the red "fire" button.
These missiles can only be fired in the same direction that you are flying.

LEFT AND RIGHT MOVEMENT by moving the joystick handle to the left or right.

Note: You cannot fly off the screen, since the picture begins "scrolling" as you reach the left or right boundary.

UP, DOWN OR DIAGONAL MOVEMENT by moving the joystick handle up, down or in the desired diagonal direction.

PLAYING THE CRYPTS OF PLUMBOUS FOR THE FIRST TIME

After the program has loaded into your computer, you will see the title. The title will stay on the screen for a few seconds and then the 5 levels of difficulty will appear. You will see:

VERY EASY

PRETTY EASY

NOT SO EASY
TOUGH
REALLY TOUGH

By pressing the SELECT key the small pointer on the left will move down until it is opposite the desired level of difficulty you wish to play. You may now begin the game by pressing the START key. The game is now "live" and you will see your ship and the surrounding landscape. The enemy fighters will appear randomly and you must maneuver and destroy them. At various intervals you will see a brighter and larger "Mother Ship" appear. If you are successful in eliminating her, there will be a slight pause in the action while you receive a musical "salute." Action will automatically commence again following the salute, so be alert! However, if you allow the "Mother Ship" to descend to a low enough altitude, her powerful tractor beams will suck up one of your crypts of plumbous, thereby leaving behind enormous amounts of deadly atomic waste. During this extraction process, the giant "Mother Ships" force field suspends all other action. Each time this extraction occurs you will notice that the landscape becomes brighter and brighter as the radiation builds up. If you allow the "Mother Ship" to extract all seven of the crypts . . . BLOOEY! Critical mass is achieved and the earth is destroyed.

If you begin at the "VERY EASY" level you will note that the enemy ships do not shoot at you. They merely attempt to crash into you. As you progress in difficulty levels the enemy ships will begin to shoot back at you and the speeds and action will become increasingly faster.

At the bottom of the game screen you will see:

ALIENS SHOT	FUEL	SHIPS LEFT
-------------	------	------------

These categories continually keep track of your "kills"; (Note: You do not receive any points for a collision in which your ship and that of an alien are destroyed . . . but you do lose a ship!) the amount of fuel units remaining and the number of ships left in your squadron.

As in real air battle, not all of your LASER missiles will score direct hits and destroy the enemy, so be on your guard! As your skill increases you will notice

that you can destroy alien ships by "luring" them into the valleys and over the lake where, with proper timing, you can make a rapid escape while they are forced to crash into the surrounding hillsides. This version is known as "Playing Possum."

SCORING

THE CRYPTS OF PLUMBOUS contains five levels of increasing difficulty. When playing higher levels you are allocated more fuel units and ships to combat the enemy as follows:

	FUEL UNITS	SHIPS
VERY EASY	40	10
PRETTY EASY	40	10
NOT SO EASY	50	10
TOUGH	70	20
REALLY TOUGH	90	30

Your score is a result of the number of aliens you have shot. You receive one point for each enemy fighter and three points for each "Mother Ship." This score is kept track of above the "Aliens Shot" category on the lower left of the screen. The game will end when any of the following things occur:

- 1.) You have lost all your ships.
- 2.) You have run out of fuel units.
- 3.) The "Mother Ship" has extracted all seven crypts of plumbous.
- 4.) You press the letter "S" on the keyboard and "abort" the game.

Following any of the above circumstances the screen will automatically display your score and rank, and then play you an appropriate musical "salute." Your rank is determined as a function of the number of aliens shot and the amount of time required. Don't be alarmed if you destroy more aliens than your competitor and yet receive a lower rank; it's just that it took you longer to do so.

Rankings in order of increasing merit are:

- 1.) Rotten Pilot (You lost all your crypts and the earth was destroyed!)
- 2.) Psuedo Rookie (You need practice!)

- 3.) Novice (You're on your way, but more flight training is suggested!)
- 4.) Ace Pilot (Keep up the good work!)
- 5.) Fighter Pilot (Pin on a medal!)
- 6.) Super Duper Pilot (The Congressional Medal of Honor! Only attainable in two highest levels)
- 7.) Wowee! (Enuf said! ... Thanks!)

The screen will also display your score and the high score of the series. The high score attained in any series will continually be displayed on the scoring screen as long as the computer power switch remains on and you have not used the OPTION key. Once the computer is tured off, or the OPTION key is used to select a new difficulty level, all high score information is reset to "0."

END OF GAME

When you have been eliminated and your score has been displayed you may restart the game at the same level as you previously played by pressing the START key, or you may change the level of difficulty by pressing the OPTION key at which point the title will temporarily appear followed automatically by the skill level options.

You may stop or "abort" the game at any time by pressing the letter "S" key on the computer console keyboard. The game will end and your score will be displayed.

THE OPTION KEY

At the completion of the game the OPTION key may be pressed to display the various skill levels from which to choose. It Also resets high score to "0."

THE START KEY

When your press the START key on the computer console the game will begin to play in whatever level you have selected or the same level which was played in the previous round.

THE SELECT KEY

When the levels of difficulty are displayed on the screen, depressing the SELECT key will move the small pointer on the left of the screen downward until it is

opposite the skill level desired to be played. The pointer will return to the top and recycle if the SELECT key is held down.

THE PAUSE FEATURE

If, during the course of the game, you press the space bar (the long bar at the bottom of the computer console keyboard) the screen will "freeze" and play will PAUSE with no further action occurring. It will remain this way until the space bar is pressed again and then the game will resume.

Note: Your computer has an automatic protection device to prevent any damage to your TV set. Periodically the screen may turn to subdued shades of color. Depressing the space bar will reset the normal colors automatically. No damage has occurred to your set, and continued play will not cause any problems.

IF YOU CANNOT LOAD THE PROGRAM

- 1.) Check your equipment carefully to be sure that all cables and connections are correct.
- 2.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again.
- 3.) If you can adjust the volume and tone settings on your recorder, try different settings.
- 4.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.
- 5.) The normal reason cassette tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.
- 6.) If the program still cannot be loaded, send the cassette or diskette, with a description of the problem (what the computer displays on the screen, if anything, when you try to load the cassette or diskette or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

WARRANTY

This article will be replaced if found to be defective in material and/or workmanship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.

PROGRAMMER BIOGRAPHY – James A. Jengo

Believe it or not, Jim is a cardiologist who, between heart surgeries, finds time to program video games. He became interested in computers when he realized that they could help him in the diagnosis of his patients. Since he felt it was taking longer to explain cardiology to the programmers, than to learn programming himself, he decided to develop the skill. That's right . . . you've got it. Now, when he travels around the country to lecture on computer cardiology, he spends his spare time designing games for COSMI. His next game is as "incredible" as the man.

NOTE: Atari® 400™ Atari® 800™ Atari® 410™ and Atari® 810™ are registered trademarks of Atari®, Inc.



COSMI
© 1982 COSMI

904 Silverspur Road, Suite 402, Rolling Hills Estates, California 90274

The CRYPTS of PLUMBONS

COMPUTER PROGRAM DISKETTE

For use with ATARI® 400/800™
Personal Computer Systems.

Atari® Atari® 400/800™ Atari® 810™ are registered
trademarks of Warner Communications Company.

© 1982 COSMI CORP. MFG. In U.S.A.



COSMI

AD16-016

PROPER CARE INSURES AN EXTENDED MEDIA LIFE



DO NOT
TOUCH
EXPOSED
SURFACE



INSERT
FLEXIBLE
DISK
VERY
CAREFULLY



MAGNETIC
FIELDS
ERASE.
KEEP FAR
AWAY



USE
JACKET
WHEN
NOT
IN USE



DO NOT
BEND
OR
FOLD



STORE
AT
10° to 52° C
(50° to 125° F)



No. _____

Do not touch exposed areas of recording surface.
Return Flexible Disk to envelope after use.
Write in label area only.
Do not bend or fold Flexible Disk.



COSMI